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INFLUENCE OF COMPUTER GAMES ON THE PSYCHE OF A TEENAGER

Computer games have been played for already several decades, and their popularity only increases. There are many different kinds of such games, and some of them probably can even do good, for example educational games for children. But there is also much violence in many of the games nowadays. Social scientists have been studying and discussing the effects of video games since the 1980s. And today this question is especially urgent, because the games are becoming more realistic and bloodier. According to a study in Canada, more than a half of 13- and 14-year-old teenagers play video games every day, usually between one and three hours a day, and it is violent games that the teenagers mostly prefer.

We can see the same problem not only in Canada, but in our country. According to the research many teenagers can play these games without any evidence of a change in attitude. But the problem arises when teenagers spent more than three hours every day in front of the screen. The study says that spending too much time within the virtual world of violence prevents children from getting involved in different positive social experiences in real life. Gamers also cannot develop a positive sense of what is right and what is wrong. Moreover empathy, trust and concern for others stop developing the person's character, so the teenagers who play violent games a lot can often lack these qualities.

So, computer games can be really harmful for a child's development and future life and a child needs supporting and understanding.

LITERATURE

1. Audioveda <<http://audioveda.ru>>
2. Coughlan, Sean. Violent video games leave teens 'morally immature'. BBC News education <<http://www.bbc.co.uk/news/education-26049333>>

